

AUTOMATIC SPEECH RECOGNITION

Abstract

5 A system for responding to spoken commands enables a computer system to avoid some synchronization problems. In certain embodiments, object oriented programming may be utilized to create an object which seamlessly coordinates
10 between an application program and a speech engine. An object may respond to a given command which is applied tactilely or through spoken commands in a fashion which allows the application to act in the same way whatever the form of the input. In this way, an application may
15 efficiently utilize spoken commands. For example, the spoken commands may be recognized as applying to one of two currently active tasks or windows. Through coordination with the application itself, the speech engine can be advised of a sub-vocabulary within its overall vocabulary which should be consulted in connection with certain ongoing commands. This improves the accuracy of the speech recognition process, since the spoken words need only be compared to a smaller sub-vocabulary for speech recognition purposes.